

GAME BOY ADVANCE

AGB-BUYE-USA

# the antBULLY

INSTRUCTION BOOKLET

 MIDWAY





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

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Rev-D (L)



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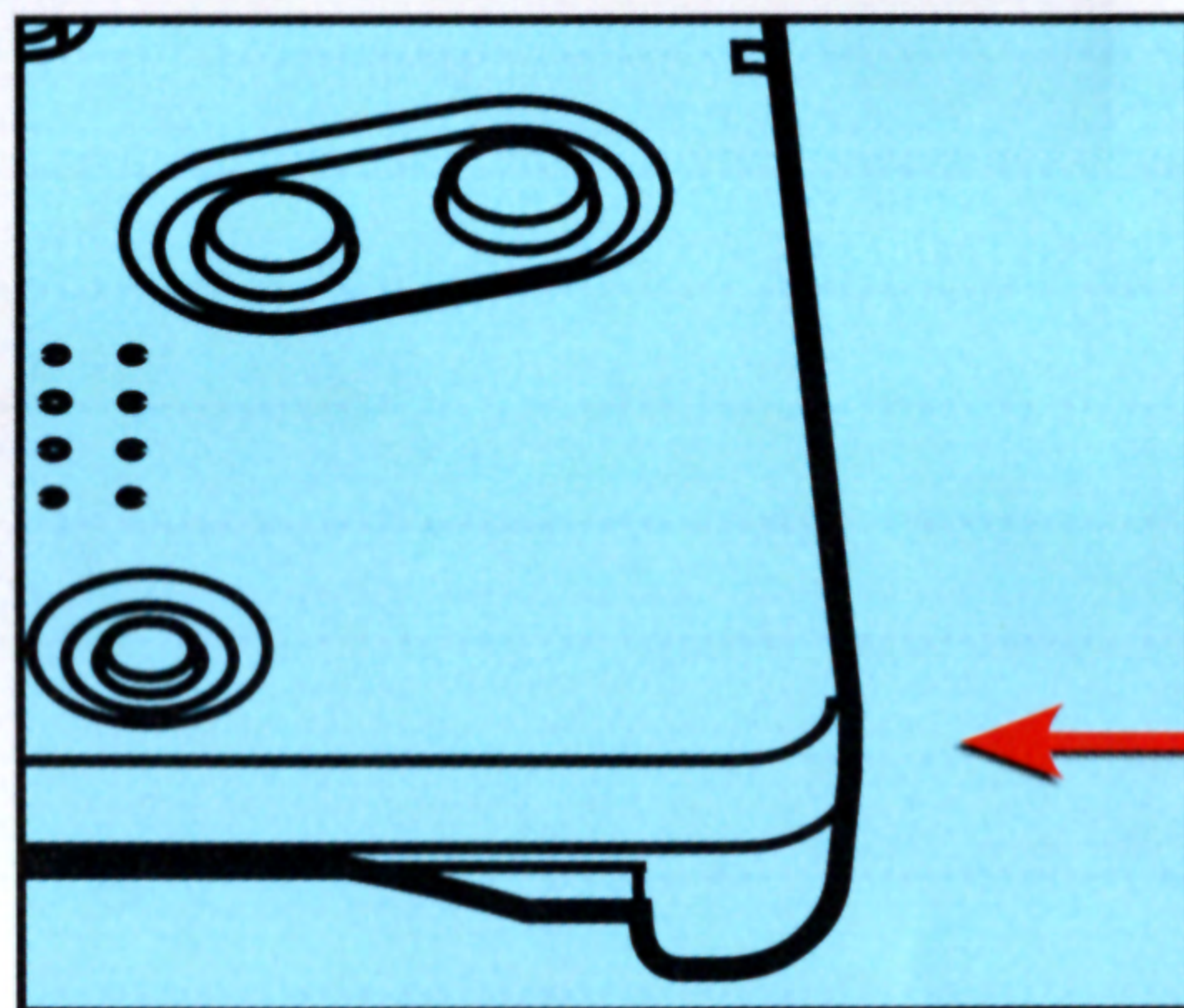
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# GET STARTED

Please follow the instructions below before attempting to play this game. Make sure the POWER switch is in the OFF position.

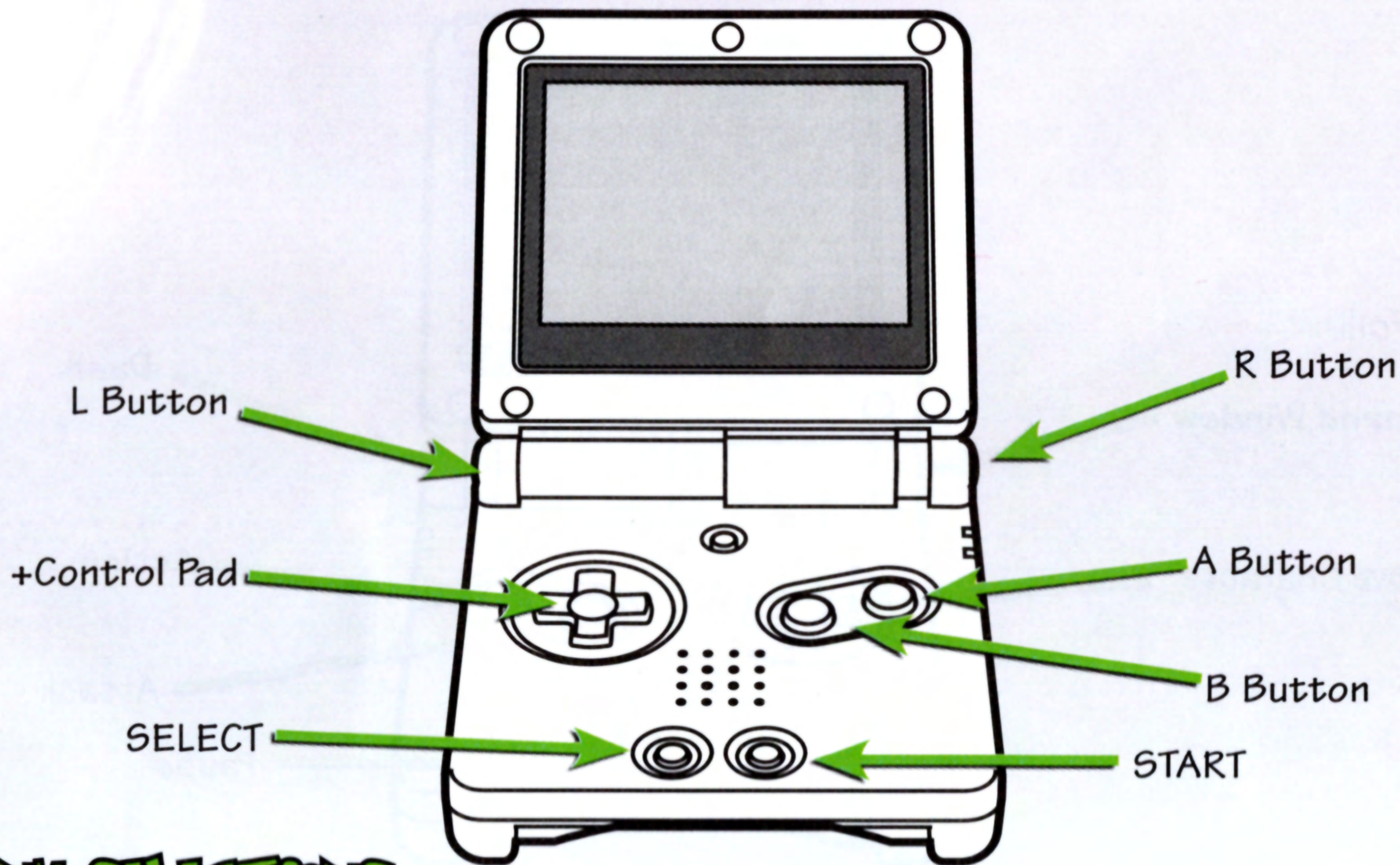
- Insert the GAME BOY® ADVANCE Game Pak into the slot in front of the Game Boy Advance SP, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



Power Switch



# CONTROLLER

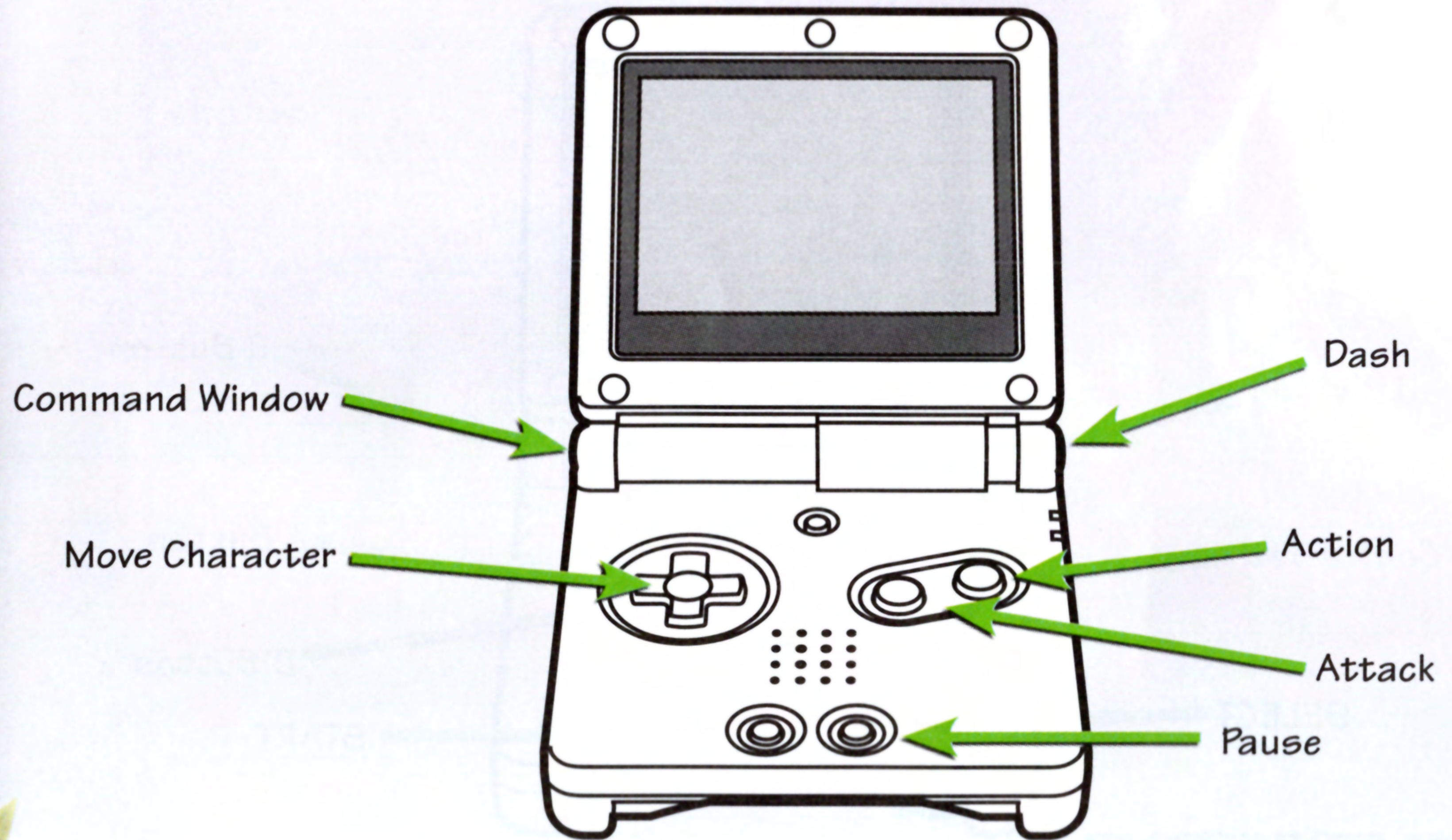


## MENU SELECTIONS

Press the **+Control Pad Up, Down, Left or Right** to highlight menu items. To select menu items, press the **A Button**. To return to a previous menu, press the **B Button**.



# GAME CONTROLS





# GAME CONTROLS

BUTTON	MOVE
Hold R Button (release to stop)	Dash (can only dash in a straight line)
Tap A Button	Action - Lift (next to the object)
Tap A Button	Action - Throw (holding the object)
+Control Pad (press in direction of the object)	Action - Push (next to the object)
Hold A Button and +Control Pad (press in opposite direction of object)	Action - Pull (next to the object)
Tap B Button	Attack - Staff (must be equipped)
Double Tap B Button	Double Attack - Staff (must be equipped)
Triple Tap B Button	Spin Attack - Staff (must be equipped)



# GAME CONTROLS

BUTTON	MOVE
Tap B Button	Attack - Dart Bow (must be equipped)
Tap B Button	Attack - Seed Bomb (must be equipped)
Tap A Button	Action - Speak to NPC (while facing the NPC)
+Control Pad	Turret Controls (rotate)
Tap B Button	Attack - Fire Turret
Tap A Button	Action - Eject from Turret
Tap L Button	Command Window (used to equip weapons/telepathy)



# THE ANT BULLY STORY

The Ant Bully tells a witty and heartwarming story about a 10-year-old boy who embarks on a remarkable journey. New in town, friendless and tormented by a neighborhood bully, young Lucas Nickle has been taking out his frustration on the innocent ant hill in his yard. But one day the ants retaliate.

Using a magic potion, the ants shrink Lucas down to ant size and sentence him to live like an ant in their colony. In this strange new world Lucas will learn important lessons about friendship, get a whole new perspective on life and ultimately discover the courage to stand up for himself.





# MAIN MENU

## NEW GAME

Select this option to start your new game. You'll then select a slot in which to save your game.

## LOAD GAME

If you've already started and saved a new game, you can load it using this option. The Select Save Slot screen will be displayed. Select a slot, then press the **A Button**. You can then continue your game.

## OPTIONS

Press the **+Control Pad Left** or **Right** to adjust the **Music** and **Sound Effects** volumes, as well as the **Language** you'd like.

## CREDITS

View the names of those responsible for bringing you The Ant Bully.

## EXTRAS

View some of the extra features included on your The Ant Bully game.





# THE HUD



## HEALTH INDICATOR

The Health Indicator displays Lucas' current health as individual Honeydew droplets. Each droplet is divided into three parts. As Lucas receives damage, sections of the droplets disappear. When the droplets are gone, Lucas is knocked out. He then reappears at the last checkpoint with full health.

## FIRE CRYSTAL INDICATOR/ALKA ROOT COUNTER

When collected, **Fire Crystal** or **Alka Root** icons are displayed on the lower left portion of the screen, along with the total amount collected.

## WEAPON EQUIPPED INDICATOR

The weapon indicator displays the current weapon in use.



# THE HUD

Ammunition  
Total



Sonar  
Indicator

## SONAR INDICATOR

The Sonar Indicator helps you locate items, allies and enemies. The red points indicate enemies, the white indicates allies and yellow indicates items you can encounter. The sonar indicator also indicates active mission givers. Active mission givers are represented by Ant head icons.

## AMMUNITION TOTAL

When using the Dart Bow and Seed Bombs, the current ammunitions total will be displayed next to the Weapon Equipped Indicator.

## COMMAND WINDOW

At any time in the game, you can bring up the Command Window (**L Button**) to change weapons or issue Telepathy Commands. When the Command window is active, the game is paused.





# WEAPONS & TELEPATHY



## CHOOSING WEAPONS

Press the **L Button** to call up the Command Window. Use the +Control Pad to highlight a weapon, then press the **A Button** to choose one. Text below changes as you select each icon.

## TELEPATHY

You have the ability to communicate with other ants via Telepathy. You can use it to request that ants help you to reach new areas. Ants can push logs to form bridges across gaps, carry items across long distances and many other puzzle-related mechanics.

Pressing the **L Button** will call up the Command Window. If you press the **L Button** while standing next to a Telepathy Ant, the Telepathy Menu will be displayed. Use the +Control Pad to highlight the Telepathy Command (bottom icon), and press the **A Button**.





# REWARDS

The player will be rewarded with upgrades for completing missions.

## *Dart Bow*

DART BOW AMMO CONTAINER – Increases the amount of Dart Bows Lucas can carry.

## *Seed Bombs*

SEED BOMBS AMMO CONTAINERS – Increases the amount of seed bombs Lucas can carry.

## *Armor*

BODY AND MASK ARMOR – Protects from acetic projectiles and other poisonous gases.

## *Dash*

WATER DASH – Allows Lucas to dash over water.

## *Telepathy*

Enlist the aid of your fellow ants to accomplish impossible tasks.

## *Honeydew Container*

This increases Lucas' health capacity.



# TELEPATHY

## TELEPATHY COMMANDS

There are three commands that can be issued to the ants:

### *Hold Position*

Command the ants to hold a certain position.

### *Follow*

Command the ants to follow Lucas.

### *Special Action*

At special action points in the environment, Lucas can command the ants to perform special actions. The following Telepathy special actions are:

**Push** – The ants push a large rock (default)

**Transport** – The ants carry a leaf (default)

**Bridge** – The ants form a bridge across a pit or chasm

**Dig Hole** – The ants dig a hole beneath themselves to open a path





# THE ANT BULLY CHARACTERS

## Lucas

You play as Lucas as he experiences life as an ant. As Lucas you'll have to learn new abilities and upgrade basic skills in order to defeat enemies, overcome obstacles, participate in ant life and preserve the colony and survive.



## NON-PLAYABLE CHARACTERS (NPC)



### Zoc the Wizard

Zoc's lack of trust in Lucas' ability to become an ant forces him to conceive a series of trial missions to overcome. These will help you learn how to control Lucas and adapt to life as an ant.

## Spindle

Spindle is Zoc's trusted sidekick.



## ReFlux

Retrieve items that ReFlux has requested and he will give you a "special gift".





# THE ANT BULLY CHARACTERS

## *Hova the Nurse*

Hova will inform you of rescue missions such as finding missing ants, rescuing caterpillars and saving pupa ants.



## *Fugax the Scout*



Fugax's scouting missions involve venturing into new and unexplored territories. These territories are likely to be hostile and combat will often be required. Missions involve tasks such as protecting the colony from wasp attacks, venturing into the collapsing ant mound or uncovering new food sources.

## *Kreela the Forager*

The ants need food and Kreela is there to ask Lucas for help. Kreela asks you to clear out pillbug infestations, help find a missing foraging team and joins you on your trip into the house to stop the Exterminator.





# THE ANT BULLY ENEMIES

Most of the enemies Lucas will encounter will be insects. All enemies will damage Lucas on contact. Avoid physical contact with the enemies while trying to defeat them.

## *Pill Bugs*

The **Pill Bug** will crawl aimlessly within a set area. When Lucas attacks the Pill Bug it curls up into a protective ball. When curled up, Lucas can pick up the Pill Bug and throw it (may be useful during Puzzles).



## *Warrior Pill Bugs*

Similar to the Pill Bug, the **Warrior Pill Bug** is more resistant to attacks before it converts into a protective ball. It also breaks out of its ball when being carried after a short period of time. They will also break out if they are left alone for too long.



## *Jumping Spiders*

The **Jumping Spider** jumps short distances in the same area. Lucas can only defeat the jumping spider when it's on the ground. While it's in the air it can not be attacked.



## *Falling Spiders*

Similar to the Jumping Spider, except that the **Falling Spider** falls from above.





# THE ANT BULLY ENEMIES

## Attacking Hornet

The **Attacking Hornet** remains stationary until Lucas is spotted. Once spotted, the Hornet will attack. Move out of the way or defeat it with a timed attack. If the Hornet is not defeated, it will land close by then attack again if Lucas is detected again.



## Spiral Hornet

Similar to the Attacking Hornet, the **Spiral Hornet** attacks using an inward spiral around Lucas. The inward spiral follows Lucas' movement. If it's not defeated, an attack is repeated if Lucas is detected again.



## Termites

**Termites** have the same walking patterns as the Pill Bugs, but they shoot an acetic projectile.



## Scarabs

The **Scarab's** upper body section is indestructible to Lucas' attacks. Lucas can only defeat the Scarab by attacking it from the rear. The Scarab has a charge attack. Following an attack, it returns to its walking pattern similar to the Pill Bug or the Termite.





# THE ANT BULLY ENEMIES

## Fleas

**Fleas** attack in large numbers, always bouncing toward Lucas from behind.



## Wasps

**Wasps** are larger than Lucas, occupying a large portion of the screen. They patrol a path similar to the Pill Bug and shoot stingers at Lucas when he's in range.



## The Wasp Boss

**The Wasp Boss** is defender of the Wasp nation. **Hint:** use the staff to defeat the smaller wasps, and they will drop dart bow ammo. Then switch to dart bow and shoot the big wasp.



## The Frog

**The Frog** boss lives in his pond, and likes to eat juicy ants. Watch out, or you'll become his next meal!



## Stan Beals

Also known as the Cloud Breather, **Stan Beals** is the Exterminator. Unless you can stop him, he'll use his noxious poisons to eradicate the colony.





# WEAPONS

The following weapons are rewarded for completing various missions:

## *Lucas' staff*

This is Lucas' basic weapon. It's the perfect weapon for close-ranged attacks. Lucas will always have his **Staff** in hand unless he is holding another weapon or performing an action that requires both hands.



## *Dart Bow*

This long-ranged weapon shoots darts just like a crossbow. As long as Lucas holds it, he can't use his staff. The **Dart Bow** is less powerful than the staff, so it will take more hits to defeat an enemy.



## *Seed Bombs*

Lucas can throw this weapon at an object, causing it to explode on contact. This weapon is useful for blowing up fragile walls or attacking a large number of enemies.





# COLLECTIBLES

There are many collectible items throughout the game. Here's a list of what to look for:

## FIRE CRYSTALS

**Fire Crystals** are hidden throughout the environments. The Fire Crystals unlock bonus material accessible in the Extras menu.



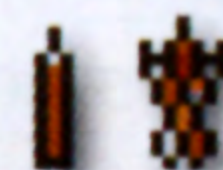
## HONEYDEW & WATER DROPS

Passing over **Honeydew** (green) will partially replenish energy. Honeydew can be found in water drops or hidden in the game. **Water Drops** (blue) can be pierced with weapons. They sometimes contain collectibles.



## DARTS

Lucas must collect **Darts** in order to use the Dart Bow. Darts can be found in water drops or hidden in the game.



## FLOWER SEEDS

Lucas must collect these in order to use the Seed Bombs. **Flower Seeds** can be found in water drops or hidden in the game.



## HONEYDEW CONTAINER

Collecting one of these life **Honeydew Containers** will increase Lucas' health.



## ALKA ROOT

Collect **Alka Roots**, then give them to ReFlux for a reward.





# CREDITS

## Midway Home Entertainment

Executive Producer.....Richard Hicks  
 Sr. Producer.....Paul Grace  
 Producer.....Hans Lo  
 Associate Producer.....Devin Shatsky  
 Assistant Producer.....Regan Kerwin  
 Sr. Product Manager.....Serene Chan  
 Technical Director.....Mark Allen  
 Development Director.....Kate Johnson-Page  
 Art Director.....Murphy Michaels  
 QA Director.....Paul Sterngold  
 QA Manager.....Malcolm Scott  
 QA Supervisor.....Curtis Barnes  
 QA Lead.....John Bozeman & Josh Stacy  
 QA Assistant Leads.....Greg Bass & Travis Zander  
 QA Analysts.....Ben Esquerra, JB Sarao, John Ryan & Bryan Shaw  
 Technical Standards Analysts.....Ray Mitchell & Josh Palmer  
 Director of Marketing.....Tim Granich  
 Public Relations Director.....Reilly Brennan  
 Sr. Public Relations Manager.....Johner Riehl  
 Channel Marketing Director.....Greg Mucha  
 Channel Marketing Manager.....Jill Kogut  
 Localization Manager.....Clermont Matton  
 Localization Analysts.....Leo Capezzuto, Steve Farmer, Franklin Najarro  
 & Philip Vodermyer

## Creative Services

Ryan Braman, Michael Crawford, Rigoberto Cortes, Stefano Dalu, Gary Gonzales, Rare Macapayag, Jon Mongelluzzo, Sally Nichols, Jack O'Neill, Bill O'Neil, Matt Schiel, Chris Skrundz, BethAnn Smukowski, Dimitrios Tianis, James Vogel, Ron White, Yvonne White-Baptista, Christa Woss & Larry Wotman

## First Party Relations

Submissions Coordinator.....Ki Wolf-Smith  
 Project Manager.....Chris Giggins  
 Director of First Party Relations.....Samuel Peterson

## Special Thanks

David Zucker, Matt Booty, Steve Allison, Michael Gottlieb, Mona Hamilton, Rob Gustafson, Lee Jacobson, Nicole Garcia, Chari Ong, Mark Morrison, Sarah McIlroy, Steve Arthur, Mike Eglington & Bill Tiller

## Developed by Artificial Mind and Movement - Montreal, Canada

Game Designer.....Wesley Pincombe  
 Game Director.....David Williams  
 Project Manager.....Cesar Kounkou

Lead Programmer.....Alexandre Gauthier  
 Game Programmer.....Vincent Da Silva  
 Tools Programmer.....Andre Mathieu  
 Lead Artist.....Yan Bohler  
 Background Artists.....Marianne Cliche  
 Christian Mercier.....Veronique Pelletier  
 Animator.....Jean-François Duval  
 Graphic Design.....Khanh - Long Huynh  
 Lead Quality Assurance.....Cedric Michea  
 Quality Assurance.....Bradley Bourne & Jean-Philippe Côté  
 Executive Producer.....Remi Racine  
 Game Executive.....Pierre Robidoux  
 Head of Production.....Chafye Nemri  
 Sound Design.....Mike Baugh  
 Music & GAX Sound Driver...Shin'en  
 Additional Game Designer....Eric Lachapelle

## Special Thanks

Lyne Girouard, Chloe Desautels, Marie-Christine Gosselin, Maria Radice, Alain Moreau, Martin Saindon, Martin Thibert, Caroline Beaulac, Friends & Families

## Warner Bros. Interactive Entertainment

Sr. Producer.....Heidi Behrendt  
 Associate Producer.....Jeff Nachbaur  
 Director, Production.....Jonathan Eubanks  
 Manager, Rights & Clearances.....Karen Pierson  
 Marketing Manager.....Stephanie Johnson  
 Marketing Coordinator.....David S. Cohen  
 Director Public Relations.....Remi Sklar  
 Sr. Vice President.....Jason Hall

## Special Thanks

Lance Bailey, Debra Baker, Kim Benzine, Nick Bonomo, Wendy Bozzi, Annalaura Carano, Jeff Carson, Diana Choi, Jesus Dastis, John Davis, Grant Duncan, Ricky Early, Glenn Eckerle, Albert Fernandez, Peter Friedlander, Gary Goetzman, Susan Hecht, Alex Johns, Scott Johnson, Jeneba Konare, Leisa McClelland, Amy McKenzie, Melissa Miller, Eric Paulson, Lori Rault, Kellee Santiago, Kim Saxon, Susannah Scott, Geoff Shaevitz, Steve Shareshian, Gary Sheinwald, Kathleen Shekter, Margit Sinnen, Irika Slavin, Marc Solomon, Steve Southgate, Lee Supercinski, Michael Steffen, Jennifer Stump, Michael Steuerwald, Shane Thompson, Courtenay Valenti, Philippe Videcoq, Chris Welch & Keith Zajic



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DOWN TO SIZE**



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Midway Home Entertainment Inc.  
Attn: Tech/Customer Support  
6755 Mira Mesa Blvd., Suite 123-155  
San Diego, Ca 92121

Toll Free: 1-866-588-GAME  
9am - 6pm / Pacific Time  
Direct: 858-450-8190  
Fax: 858-658-9027

Technical & Customer Support at <http://support.midway.com>

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Midway Home Entertainment, Inc.  
6755 Mira Mesa Blvd., Suite 123-155, San Diego, CA 92121

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